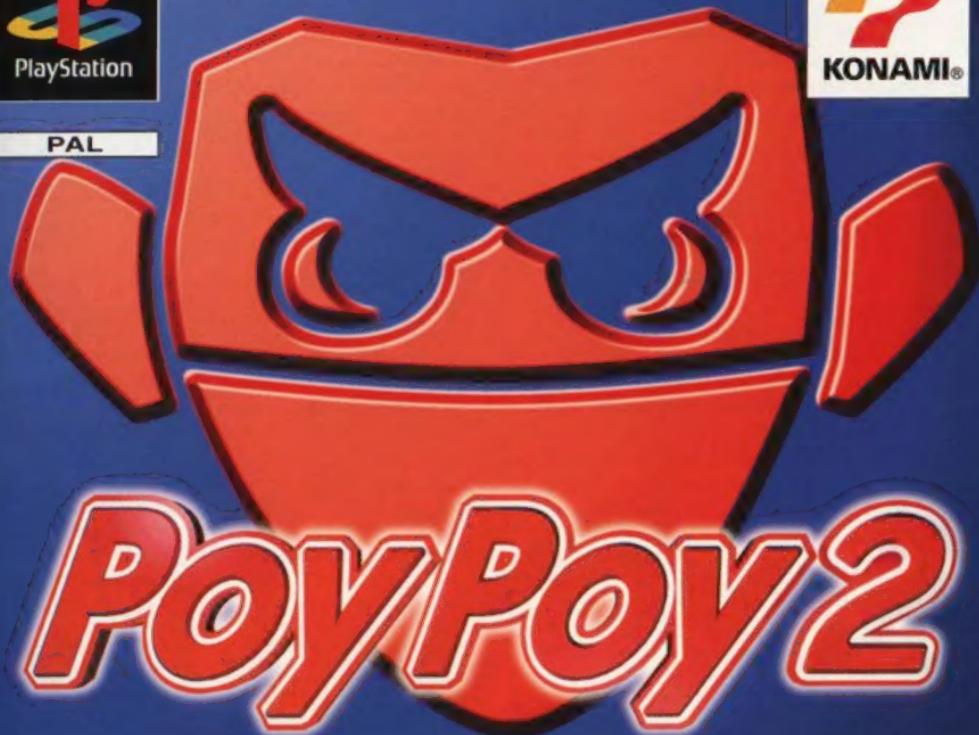




PAL



PoyPoy 2

PlayStation®



PAL

PoyPoy 2

PlayStation®

4988602444957/A

KONAMI.

It's back, the ultimate multiplayer party game returns with a vengeance. Throw bombs, rocks and even your opponents to achieve victory in the wackiest game show on TV!

The most fun you can have with a multi tap and four friends!



Made in Austria.



1-2
Players



Memory Card
1 block



Multi Tap Compatible
1-4 Players



Vibration Function
Compatible

department.x

This software is only compatible with hardware displaying

PAL



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COMPACT
disc



ATTENTION
Chez certaines personnes,
l'utilisation de ce jeu nécessite
des précautions d'emploi
particulières qui sont détaillées
dans la notice jointe





PAL

COMPACT
DISC

Interplay 10602

Parts of this product are prohibited. Published by Konami Dev.



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PSV

PS4</p

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PoyPoy2

the intro



03

intro

PoyPoy 2

Ladies and Gentlemen!

Channel **POY!POY!**, the greatest TV show of the century, is back, and better than ever! First, for the benefit of those who don't know about "PoyPoy," we'll explain the game itself. It's a simple game, really: pick up the items on each stage, and hit your opponents with them. That's it! That's really all there is to it! I ask you, is this great, or what?

The rules of the game may be simple, but don't make the mistake of thinking that it's a stupid game because of that. By means of the Psycho-Gloves the players wear, which enable them to use special super-powered throwing techniques, it is possible to perform dozens of truly beautiful throwing maneuvers! And it isn't easy to win through the eleven stages, with all their various devices, either! Now, the first order of business is to switch it on, and start playing POY!POY!

PoyPoy2

attack

L2 not used

L1 Display Player Icon

Move Character

Change Camera Viewpoint

Pause
(**R1** + Directional buttons to adjust screen display position).

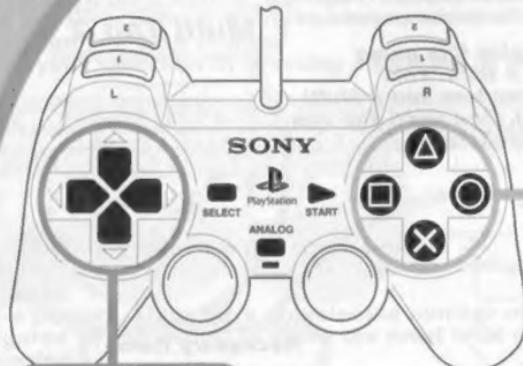
reset
L1 + **L2** +
R1 + **R2** +
PLAY + **SELECT**
simultaneously.

R1 **R2**
Special Throwing Techniques

- △ Jumping Throw
- Strike directly behind you with an item
- ✗ Throw item in front of you
- ◻ Strike directly in front of you with an item

basic control
press once to pick up items, then press again to throw them.

It takes time for physically weak characters to pick up heavy items. Pressing any button besides the **✗** button when picking up an item interrupts the action.



Move Character

Pressing the Directional buttons at the same time as the , , buttons results in a dodge added to that particular move.

Pressing the Directional buttons while pressing the button allows you to move while lying down.

* Not supported in analog mode (LED Red). Play the game in digital mode (LED Display Off).
* Use the Option Mode to set the vibration function on or off.

- Jump
- Jump Back
- Pick Up Item
Hit The Deck
(Dodge Explosion)
- Charge Forward



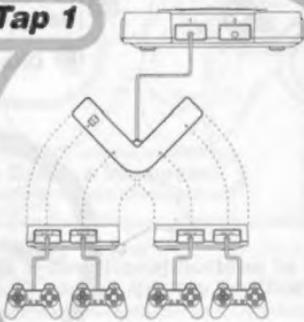
Controls as Analogue Controller (Dual Shock)

PoyPoy2 multiplay

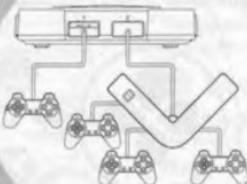
Connecting to the Multi Tap

Up to four players can play this game against one another at a time. This requires additional controllers and a Multi Tap (all sold separately). One Multi Tap can connect up to four controllers.

Multi Tap 1



Multi Tap 2



Necessary Items

Two players:
two controllers

Three or four players:
as many controllers
as there are players,
and a Multi Tap
(sold separately)

Cautions for Using Multi Tap:

When connecting controllers to the Multi Tap, be sure to connect the dedicated controller to the Multi Tap controller port 1-A or controller port 2-A, before connecting the remaining controllers sequentially.

PoyPoy2

From the title screen:
press the START button to switch to the mode selection screen.
Use the Directional buttons to choose which of the five modes
displayed you wish to play.
Make your selection by pressing either the  or  button.

game modes

This section explains the five game modes:

Party Play:

For 1-4 players. Fight for a preselected number of rounds (which may be configured by the users) to score the most total points. No prize money is awarded.

Player Set-Up

This is where the player configurations are made. You can load psycho-glove data here.



Member Entry

Choose characters here.



Stage Selection

Choose the stage you want to play. You can make a roulette-style choice by using the START button.



Psycho-Glove Set-Up

Choose Psycho-Gloves, with their various special throwing techniques, and play the match.



PoyPoy 2

The PoyPoy! Cup

For one player, this is where you enter the PoyPoy! World Cup Tournament, which is played out by sixteen of the best players from all over the world.

The tournament is made up of three tiers: the qualifying rounds, the tournament proper, and the championship. The qualifying rounds and tournament consist of five matches each, with the star scorers, that is, the contestants with the highest overall scores, being the ones to advance to the next level. Finally, the championship is fought between the top four star scorers, with the winner being declared World Cup champion.

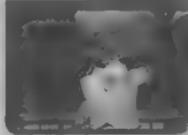
Character Selection
Choose from among the fifteen possible players. You can load data from Memory Cards here.



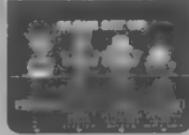
Glove Shop
You can buy gloves here with the money in your possession. You can save and load with the save machine here.



Cup Match Demo
After the announcer introduces the players, the stages will be shown.



Psycho-Glove Set-Up
Choose the glove you want to use from among those in your possession, and start the match.



Your sponsor will give you fight money after the qualifying rounds and tournament, depending on the results of each match. You can save this money and buy yourself new gloves.



PoyPoy 2

The Meaning of Stars

After each game in the World Cup, scoring stars are awarded: four to the first-place finisher, two to the second-place finisher, and one to the third-place finisher. Overall standings are determined by the total number of such stars which players have accumulated up to a given point. If multiple players have the same number of stars, then rank is determined by the number of points each player has, from high to low.

Scoring Plaque

If you win the World Cup, in addition to the prize money, you receive a scoring plaque, which shows all of your results in detail, from the tournament to the championship. Scoring plaques can be saved.



Team Battle

This is a mode wherein two players team up. Players make up teams of two, and then square off against teams created by the computer (COM). In the Player Set-Up screen, you can change the settings to allow you to team up with the computer (COM). The round ends when the time limit is reached, or one side defeats both players on the other side. If you defeat all seven of the computer's teams, you get a big bonus.



Explanation of the Game

This section explains the rules of the game, as well as the operating controls, in an easy-to-understand

PoyPoy 2

Set Number of Rounds

In Party Play Mode, you can set the number of rounds in a match from one to five.

Sound

Choose between stereo or mono sound.



Camera Angle

Choose from among three camera viewpoints for the game.

COM (Computer) Level

Set the Computer's level of ability: 1. Weak, 2. Average, 3. Strong.

Handicap

You can handicap the game for players who are not very good at such things (Party Play mode only). Players with handicaps will be able to play matches with better parameters than normal.

Vibration Option

Set the vibration option when using an analog controller (Dual shock).

Key Config

Change the configuration of buttons during gameplay.

View Scoring Plaque

Loads Scoring Plaque (see page 10 for details).

Save Options

Save Key Config, game settings, etc.

PoyPoy2

Time Remaining

Player 3

Player 1

Player 4

Player 2



Endurance Gauge

Point Scoring

Players are out of the game if this reaches zero.

Psycho-power Gauge

Psycho-Glove Special Throwing Techniques may be used only when this gauge is green.

The time limit for each round is 90 seconds. When a round ends, the points scored by each player are displayed. The total number of points accumulated when all rounds are over determines ranking. Point categories are as follows:

Direct Hit Points: each direct hit scores one point.

Lucky Points: each lucky heart acquired during the game scores two points.

Round Points: determined based on when a player was out of the round, as well as how much Endurance players had left when a round was over.

4th

2
points

3rd

4
points

2nd

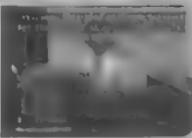
6
points

1st

12
points

PoyPoy 2: Glove Shop

You can buy or upgrade Psycho-Gloves at the Glove Shop. Use your accumulated prize money to improve in this category freely. Note that you can view a list of the Gloves you already possess by pressing the START Button.



Break Room

In the Break Room, there is a robot which dispenses advertising discs which contain information about Psycho-Gloves. From time to time, you may find some surprising info on these discs.

Vending Machine

Buy Special Drinks here.

Chronology

View the history to-date of Channel Poy!Poy! at a glance.

Robot

This robot provides information. It appears to be out of order, but it seems to conceal some kind of secret...



Use the Psycho-Gloves you have saved in your Memory Cards to play with other gamers!

When competing against other players, in addition to loading the individual data which you each have (see Loading Saved Games, page 15, for details), you can also use the data provided by one player for everyone playing. It's very simple to do. All it takes is inserting a Memory Card in Memory Card Slot 1 (1-A), your game data will be loaded automatically when you turn on your PlayStation.

PoyPoy 2

In Party Play Mode

When the set number of rounds have been played, ranking is determined, and the game is over. Choose either "Rematch" or "Quit".

In PoyPoy Cup Mode

The game ends when one of the following conditions are met:

- * if the player places Ninth or lower at the end of the qualifying rounds;
- * if the player places Fifth or lower at the end of the tournament;
- * when the championship is over.

In Team Battle Mode

Team Battle Mode is an elimination game, so the game ends when the players lose.

SAVE

In Poy!Poy! Cup Mode (1-player), players can save their accumulated prize money and Psycho-Glove data. When saving data, first insert a Memory Card in Memory Card Slot 1 (1-A when using a Multi Tap), then execute the save routine. (Make sure there are enough free blocks on your Memory card before commencing play).

Saving at the Save Machine

Place
your
character in
front of the
Save Machine at
the Glove Shop,
and choose
"Save"

PoyPoy2

Precautions for Ending the Game

Before switching the game off, the proper thing to do is open the disc cover, and remove the disc after it has stopped spinning. Only then should you turn the game off. If you switch the game off before removing the disc, it will not stop spinning, and you may injure yourself if you try to remove the disc.

You can load and play previously saved Poy!Poy! Cup data.

- * Place Memory Cards with data saved on them into the Memory Card Slot for each player.
- * When loading data, players go to the Player Setup screen, and press the **SELECT** Button to display the Memory Card onscreen. Pressing the **SELECT** Button once more will delete the mark, and prevent data from loading.
- * Choose **OK** and press either the **○** or **×** button to start loading.
Note: if the Memory Card is not inserted properly, an error message will appear, after which the player will be returned to the Player Setup screen.



In
Poy!Poy!
Cup Mode:

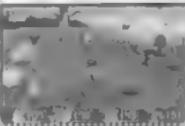
- * Place Memory Card with saved data into Memory Card Slot 1 (1-A).
- * At Character Selection screen, press **SELECT** Button.

PoyPoy 2

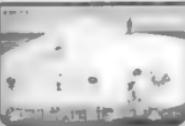
Stones:
There are two types of stones: large and small. The large stones inflict more damage than small stones when a player strikes an opponent with them.



Missiles:
There are two types of missiles: large and small. The large missiles have a larger blast radius than the small ones. Depending on the blast radius, multiple chain reaction missile explosions are possible.



Boxes:
If thrown and destroyed, a variety of items may emerge from these boxes, including Color Balls, Hearts (which restore Endurance), and Time Bombs.



Suppliers:
These are robots which replenish exploded bombs and items which are no longer on a given stage.



Colour Ball Effects

Red Ball
Temporarily increases speed

Blue Ball
Temporarily causes time to waver

Black Ball
Time Bomb

Flash Ball
Restores Psycho-Energy

Heart
Restores a set amount of Endurance

Lucky Heart
Add two lucky points to score

PoyPoy2

Nancy



Age
16

Weight
58kg

Height
157cm

Real Name
Hideki Jo
Nationality
Japanese

PoyPayers

PoyPoy 2

Bubba

J-Poy

**Age
16**

**Weight
85kg**

**Height
162cm**



**Real Name
Kompei
Hayashi**
**Nationality
Japanese**

**Age
16**

**Weight
42kg**

**Height
120cm**



**Real Name
Konami
Shota**
**Nationality
Japanese**

PoyPoy2

Poison

PoyPoy2
(Arivald)

**Age
26**

**Weight
48kg**

**Height
165cm**

**Real Name
Kathy
Patrick
Nationality
British**



**Age
35**

**Weight
90kg**

**Height
178cm**

**Real Name
Antonio
Sancho
Nationality
Spanish**



PoyPoy 2

Kage

Kool



Age
?

Weight
62kg

Height
168cm

Real Name
Dojiro
Buma

Nationality ?

Age
29

Weight
63kg

Height
185cm

Real Name
Paul
Stacker
Nationality
American

PoyPoy2



D. D.

Height
156cm

Weight
58kg

Real Name
Vasco
Diev Dada
Nationality
Italian

The characters on this and the following pages appear beginning with PoyPoy2

Boss of the "Dieve Vacation" gang, D. D. is one of the few PoyPoyers who can effectively wield the Teleporter Psycho-Glove. It is amazing to note that he has yet to lose a match in which he has taken part.

Age
19

PoyPoy2

Deco

Tenten

Height
135cm

Weight
39kg

Real Name
Decom
Deniro
Nationality
Danish

A master of the Shocker Psycho-Glove, there is no one who can best him at its use. There are suggestions that his personality is unstable, because on the one hand, he takes winning and losing fairly seriously, while on the other hand, once he gets going he wields destructive power that no one can control. This has even earned him the nickname "Crazy Deco."

Age
21

Age
20

Height
167cm

Weight
48kg

Real Name
Kou
Ten Ka
Nationality
S.Korean

Instructed from an early age in how to be a PoyPoyer, Tenten is South Korea's superstar in the sport, having developed psycho-power of the first rank. Her unique, hang-tough fighting style, in which she wields the Hellfire psycho-glove with great skill, has earned her acclaim.

PoyPoy 2

Bull

Height
179cm

Weight
99kg

Real Name
Bull
Dozer
Nationality
Brazilian

Up until last year, Bull worked as an employee in the Glove Shop, but at one time he was feared by all under the name "Hammer Bull". Now that his crippled right arm has supposedly healed, it has been decided that he will take part in this year's tournament. Presently, his son has taken over his place in the Glove Shop.

Age
46



Apache

Height
183cm

Weight
87kg

Real Name
Co
Manma
Nationality
Mexican

The present holder of PoyPoyers' Grand Prix Championship Belts from five countries—Mexico, Brazil, Venezuela, Colombia, and Argentina—Apache has had a long career as a Pottier. His spare and economical manner of conduct at matches has been said to have transcended combat to become art. Wields the Fire Psycho-Glove.

Age
32

PoyPoy2

Shane

Cutley

Height
178cm

Weight
73kg

Real Name
**Shane
Douglas**
Nationality
American

The legendary champion of U. S. PoyPayers, Shane successfully defended his title for eight years in a row. Defeated in mere fifteen seconds by Paul Stacker (Noppo), the mysterious newcomer to the U. S. PoyPoyer field, Shane announced his retirement, but after pleas from the organizers of the World Cup, agreed to take part one last time, calling this his farewell tournament.

Age
35

Age
20

Height
165cm

Weight
45kg

Real Name
**Non
Shalar**
Nationality
Irish

Ireland's expert Poyer, Cutley's nickname comes from the fact that she is considered cute-looking. She may look sweet and charming, but she possesses an extraordinary degree of psychopower, enough to earn her the unofficial title of "the Witch of Western Europe," in contrast to Apache's being referred to as "the Conqueror of South America." She is the odds-on favorite to win this year's tournament.

PoyPoy 2

Yamada

Height
180cm

Weight
140kg

Real Name
Daisaku
Nationality
French

Originally a Sumo wrestler, he was run out of the game for having a history of attacking far too intensely, and causing his opponents numerous injuries. After retiring, Yamada moved to France, and took up Poy!Poy! while being naturalized. But here again, he put one opponent after another in the hospital, and was banned from participation by the PoyPoyers' Association. His participation in this tournament has been allowed by special dispensation.

Age
26

Sanpey

Height
166cm

Weight
43kg

Real Name
Sanpey
Nationality
Japanese

Sanpey is a true legend. There isn't a PoyPoyer who doesn't know his name. After winning the first Poy!Poy! Championship Cup, he went on to defend the title three times in a row, establishing a record.

Age
123

PoyPoy 2

Stage 01: Grass

Get the Hearts in the artificial trees that appear on the small hill, and beat back your opponents.



Stage 02: Moai

Get the two Moai on the stage, and block your opponents. Use the height differential to your advantage in this fight.



Stage 03: Ice

On the Ice stage, with its smooth skating and slippery sliding, the high ground becomes absolutely advantageous. Use the charge to control the direction of advancement!



Match Configuration

Qualifying Rounds:
play five rounds
(top eight overall scorers advance to tournament).

Tournament:
play five rounds
(top four overall scorers advance to championship).
Championship: play one round (winner becomes Poy!Poy! World Champion).

PoyPoy 2

stages

Stage 04: Sand



If you get caught in the sand trap in the middle of the stage, use multiple attacks to escape! You can also use the cacti to attack.

Stage 05: Park

If you throw the artificial eggs, they turn into monsters. Figure out the special nature of each monster as you fight.



Stage 06: Shock

This stage adds Shock Robo Jr. to the Shock Robo you already know and love. Don't let them use their double-shock attack on you.



Stage 07: Blast

The two bomb robots shower bombs on you like rain. Dodge the bombs and use all your skill to fight back.

Stage 08: Warp

Use the three warp areas to confuse your opponents. This is an exciting stage with any number of situational changes.

Stage 09: Sky Cube

Use the elevators to make concentrated attacks from the upper floors. As the time limit draws near, something amazing happens.

PoyPoy 2

stages

Stage 10: Moon



You won't be able to move much like you want to because of the gravity, but if you pick up a gravity sphere, you can move very quickly indeed.

Stage 11: Final

The Final Round is played out at the Poy!Poy! World Center. When the dust settles, who will find themselves in the Champion's seat?





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